

## **ABSTRACT OF THE DISCLOSURE**

Recreations which simulate space travel with space communication simulate the communication delays that would inhere at space distances. Recreation-related communications are passed through a store-and-forward server in which they are stored before forwarding for a time interval which simulates the communication delay that would inhere between points at the simulated spatial locations of the parties. Methods are provided for discouraging the parties from circumventing the simulated delay by communicating through means other than the store-and-forward server.